

*CLAIM AMENDMENTS*

Claims 1 and 2. (Canceled)

3. (Currently Amended) ~~The A system according to Claim 2, comprising:~~  
a controller;  
a monitor connected with said controller;  
at least one object to be controlled, said object being connected to said controller;  
development means for developing a program for said object;  
implementing means for implementing the program developed by said development  
means; and  
a software module uniquely assigned to said object, wherein said software module is  
automatically linked to said development means based on information stored on said object,  
said software module providing an icon procedure for displaying an icon for said object in a  
display area on said monitor, said software module further providing at least one of  
a description procedure used in said development means for describing a  
control process for said object, and  
an implementing procedure for implementing the control process developed in  
said development means for said object, wherein  
said object includes at least one device from which said development  
means acquires a global unique ID,  
said development means identifies said software module with the  
global unique ID, and  
said software module is stored within said object so that said  
development means acquires said software module from said controlled object.

4. (Canceled)

5. (Currently Amended) The system according to Claim ~~2~~ 3, wherein said development means provides a display area on ~~the~~ said monitor in which at least one icon is displayed, the icon representing one of said ~~object~~ object objects connected to said controller and an object to be connected to said controller.

6. (Previously Presented) The system according to Claim 5, wherein the icon procedure displays a plurality of icons in the display area on said monitor, each icon illustrating current status of said object.

7. (Previously Presented) The system according to Claim 5, wherein said development means provides a development area on said monitor, and a user copies the icon from the display area onto the development area, thereby developing the program.

8. (Currently Amended) The system according to Claim 7, wherein, when ~~the~~ said software module provides the description procedure, the user utilizes the description procedure for describing a control process for said object determining operation of said object, thereby developing the program.

9. (Previously Presented) The system according to Claim 8, wherein the icon procedure displays a plurality of icons in the display area on said monitor, each icon illustrating operation of said object.

10. (Previously Presented) The system according to Claim 7, wherein the user connects a plurality of the icons with each other to form a flowchart in the development area, thereby developing the program.

11. (Currently Amended) The system according to Claim 9, wherein said development means displays the icons in the display area, and simulates operation of said object while execution of the program is simulated, whereby ~~the~~ said monitor is used for displaying simulation of said object.

12. (Currently Amended) The system according to Claim 6, wherein said development means displays the icons in the display area, illustrates operation of said object while said implementing means implements the program, whereby ~~the~~ said monitor is used for displaying operation of said object.

13. (Currently Amended) ~~The A system according to Claim 7, wherein comprising:~~  
a controller;  
a monitor connected with said controller;  
at least one object to be controlled, said object being connected to said controller;  
development means for developing a program for said object;  
implementing means for implementing the program developed by said development  
means; and  
a software module uniquely assigned to said object, wherein said software module is  
automatically linked to said development means based on information stored on said object,  
said software module providing an icon procedure for displaying an icon for said object in a  
display area on said monitor, said software module further providing at least one of  
a description procedure used in said development means for describing a  
control process for said object, and  
an implementing procedure for implementing the control process developed in  
said development means for said object, wherein  
said object includes at least one device from which said development  
means acquires a global unique ID,  
said development means identifies said software module with the  
global unique ID,  
said development means provides a display area on said monitor in  
which at least one icon is displayed, the icon representing one of said objects connected to  
said controller and an object to be connected to said controller,  
said development means provides a development area on said monitor,  
a user copies the icon from the display area onto the development area,  
thereby developing the program, and  
said implementing means sends messages to and/or receives messages  
from said object according to the program developed.

14. (Previously Presented) The system according to Claim 7, wherein said object is connected to said controller through an interface including at least one of a Plug and Play function and a Hot Plug function.

15. (Currently Amended) A storage medium storing a computer program for execution on a system which comprises

a controller,

a monitor connected to said controller,

at least one object to be controlled, said object being connected to said controller,

development means for developing a program for said controlled object,

implementing means for implementing the program developed by said development means, and

a software module uniquely assigned to said object, wherein the software module is automatically linked to the development means based on information stored on the object, said software module including an icon procedure for displaying an icon for said object in a display area on said monitor, a description procedure for describing a control process for said object, and an implementing procedure for implementing the control process developed for said object,

said system including said object including at least one device, wherein said software module is stored within said object so that said development means acquires said software module from said controlled object,

said computer program comprising:

a first subprocess in which said development means acquires a global unique ID from said device;

a second subprocess in which said development means identifies said software module with the global unique ID;

a third subprocess in which said development means provides a display area on the monitor, in which at least one icon is displayed, the icon representing one of said object connected to said controller and an object to be connected to said controller;

a fourth subprocess in which said development means provides a development area on said monitor; and

a fifth subprocess in which the icon is copied from the display area onto the development area, thereby developing an application program.

Claim 16. (Canceled)